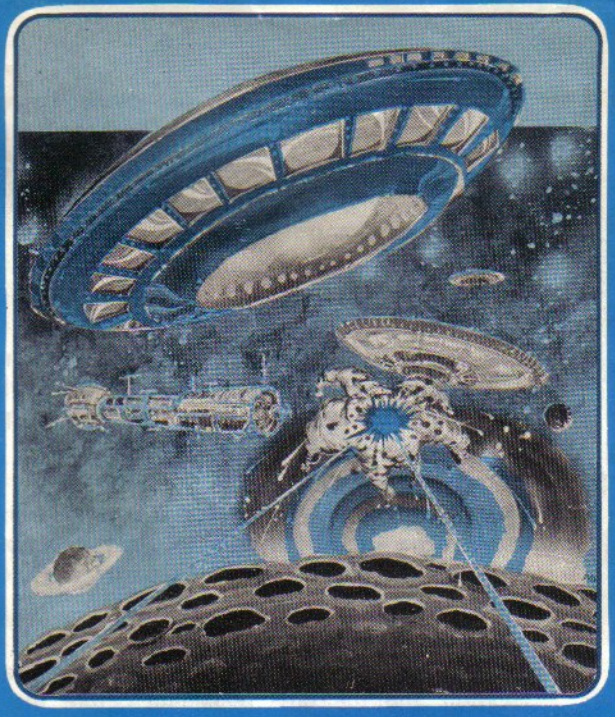

SPACE MISSION

GAME INSTRUCTIONS

MG-304

SPACE MISSION

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Space Mission

Your mission is to restore the space station which has been destroyed. You are in a race against time as your mission must be accomplished before the space storm closes in. Launch a droneship to rebuild the space station, but watch out for enemy fire! Destroy the alien spaceships by firing laser missiles from your commandship.

1. GAME OBJECTIVE

The aim of this game is to rebuild the space station with your droneships before the space storm arrives (approx. 2 minutes), while at the same time avoiding being hit by enemy fire.

Provided that the mission is accomplished, points are awarded for:

- building the space station
- time remaining after the space station has been built
- destroying alien spaceships

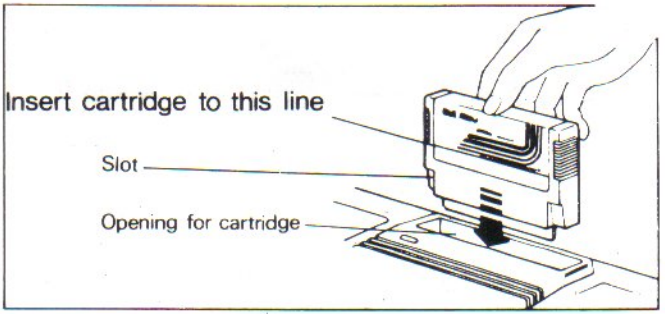
2. GETTING STARTED

Plug in the antenna cable and AC adaptor plug of the Master Console in accordance with the instructions given in the Master Console Installation Manual (MPT-03).

a) Insert Cartridge

Slide the power switch of the Master Console to the OFF position. Hold the cartridge with the slots facing the player and insert into the cartridge opening.

Note: The Console should be switched **OFF** when inserting/removing the cartridge to avoid damage to the Master Console and the Cartridge.

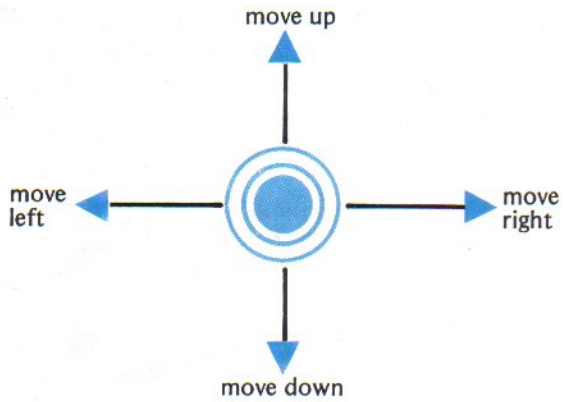


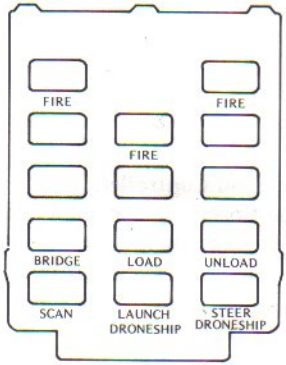
b) **Remote Hand Controllers**

Place the Space Mission inlay plate onto the left hand controller. The right hand controller is not used in this game. The joystick controls the direction of movement of:

(i) the Commandship, or

(ii) the Droneship (when STEER DRONESHIP button is pressed continuously).



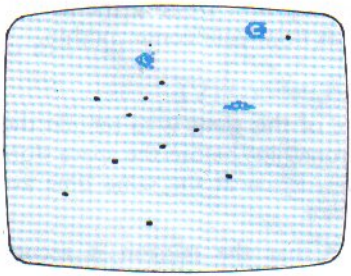


Inlay Plate layout

c) Start to Play

Switch ON Master Console

The initial display of the Space Mission showing parts of the space station and enemy ships appears on the TV screen.



Initial display of Space Mission

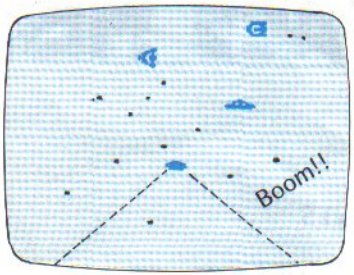
Press CLEAR then GAME START button to start the game

The player is at the bridge of the Commandship and, by steering the ship in the appropriate direction (up, down/left or right), can command a 360° view of space.

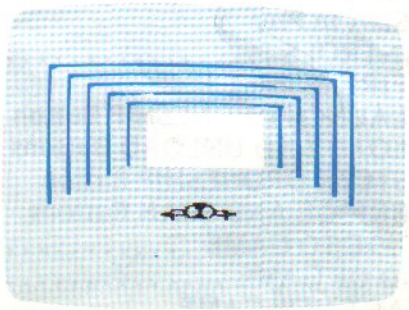
3. CONTROLS

a) FIRE Buttons

Press any of these buttons to discharge a laser missile towards an approaching alien spaceship. If hit, the ship will explode.



b) **LAUNCH DRONESHIP Button**
A droneship is launched from the Commandship when this button is pressed.



droneship taking off from the Commandship

The Commandship's laser missiles are harmless to the droneships. However, laser missiles cannot be activated when a droneship is carrying a portion of space station.

Droneships are vulnerable to enemy fire. When one is destroyed, another can be launched.

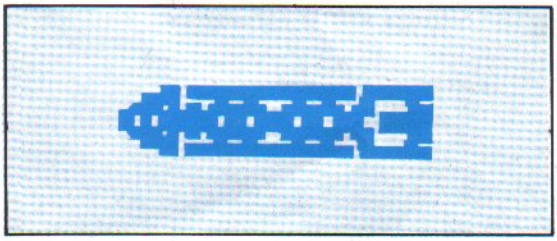
c) **LOAD and UNLOAD Buttons**
When a droneship comes into contact with a portion of space station floating in space, the part can be loaded onto the droneship by pressing the LOAD button. The loaded portion of space station travels along with the droneship until unloaded at the appropriate spot by pressing the UNLOAD button.

d) **STEER DRONESHIP Button**
Pressing this button activates the droneship. By moving the joystick in the required direction, the droneship can be steered to avoid enemy fire and/or to collect portions of the space station.

e) **BRIDGE AND SCAN Buttons**
Press SCAN to review your score, alien spaceship location and the time remaining before the storm arrives. Press BRIDGE to return to game.

4. GUIDE TO GAME

The space station has to be built in the correct pattern, otherwise no points will be awarded. See diagram for correct space station pattern.



The space station, can however, be built anywhere in space. Occasionally portions of the space station, your droneship or alien spaceship will be out of your view at the bridge. Steer the Commandship with the joystick to bring them into view.

5. END OF GAME

The game is over when:

(i) mission accomplished, that is, the space station has been built

(ii) the space storm arrives (that is after about 2 minutes)

END OF GAME DISPLAY

6. START NEW GAME

Press GAME START button to start new game immediately, or Press CLEAR button followed by GAME START button.

7. SCORING

No score will be awarded unless the space station is built. Bonus points will be awarded for each alien ship destroyed and the time remaining.

	Points
alien spaceship	10
1 minute remaining	100
each second remaining	1
mission accomplished	100

SCORE = 100 + time left (after building station) +
10 x no. of alien spaceships destroyed

Intermediate scores can be displayed by pressing the SCAN button. The final score will be displayed when the Space Mission has been accomplished. See sample diagram below.

8. Operation Flow Diagram